

The Master Machiavellian

ISSUE #24

SECOND ANNIVERSARY ISSUE

21 September 1976

Dispatchio di Machiavelli

Greetings, and welcome to the second anniversary issue of this journal of victory and defeat, of conquest and loss, of diplomatic sojourns, and of intelligent understanding. Enter unto this domain, and you shall find pleasure amongst the conflicts of mind and body recounted within. It is my hope and earnest desire that you will profit from these pages, and increase your cunning and ferocity through my words.

I AM MACHIAVELLI. Many have called me the master of all that is deep, dark, and treacherous in statesmanship. In part this is true, and yet the truth is better said, that I know the principles of power, of the ways of accession to a throne, and the maintenance thereof, whether these ways be honorable or villainous, and the thrones be of monarchies or republics, new or of immense antiquity.

To those who are repulsed by my recognition of villainy as a usable force in politics, I will merely state that I tell what is, not what should be. A man who wishes to make a profession of goodness in everything must necessarily come to grief among so many who are not good. Therefore, it is necessary to learn how not to be good, and to use this knowledge and not use it, according to the necessity of the case.

This can be observed to be true in examining the game Diplomacy, the prime subject of this periodical, where often an opportunity appears where a player has placed himself in the power of an ally. In such cases the prudent ally unhesitatingly breaks the alliance and sends his forces into the other's territory. If a prince kept all of his promises, he would be ultimately overcome by those who have had little regard for good faith, and have been able by astuteness to confuse men's brains. Yet the prince who never abides by agreements is powerless, for all others soon learn not to put faith in him, and lacking allies he is quickly overthrown.

There are two methods of fighting, the one by law, the other by force: the first method is that of men, the second of beasts; but as the first method is often insufficient, one must have recourse to the second. A prince being thus obliged to know well how to act as a beast must imitate the lion and the fox, for the lion cannot protect himself from traps, and the fox cannot protect himself from wolves. One must therefore be a fox to recognise traps, and a lion to frighten wolves. Therefore, a prudent ruler ought not to keep faith when by doing so it would be against his interest. If men were all good, this precept would not be a good one; but as they are not, and would not observe their faith with you, so you are not bound to keep faith with them. Nor have legitimate grounds ever failed a prince who wished to show colourable excuse for the non-fulfillment of his promise. It is necessary to be able to disguise this character well, and to be a great feigner and dissembler; and men are so simple and so ready to obey present necessities, that one who deceives will always find those who allow themselves to be deceived.

(CONTINUED)

Niccolò Machiavelli

9/21/76

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(1975Ufh cont.)

EN(Cont.): F Ngs C A Sct-Nwy; F Swe S NE F Bal-Gob/nso/; F Cor-Fij; A Ore-Lou;
A Fz-Con; A Kam-Con; A Sct-Nwy; A Vir-Mas.
FRANCE(~~1975Ufh~~ CD): F Bor, A Vol, A Gha, A Ohi, A Lou, A Sss, A Par, A Tou, A Niz
A Ont, A Pdy all /h/; A Kha /h/a/.
NETHERLANDS(Hyatt): F Gbe /r/ Sur. F Mal H; F Beo S F Tim-Col; F Tim-Col; F Jav
Mls; F Bal-Psa; F Wat-Gbe; F Ssa-Swa; F Sur S A Ama; F Gog-
Gab; A Den S EN, F Swe; A Han S F Bal-Psa; A Rhi-Bav; A Ant-
Rhi; A Uga H; A Ken H; A Chi S A Bol; A Bol S A Ama; A Moz
H; A Ama S A Bol.
BYZANTIUM(Greenwell): F End S F Izm-Aeg; F Wio-Pdy; F Goa-Ars; F Bla S A Sof;
F Izm-Aeg; A Sof S RU A Rom; A Nub H; A Sin-Kha; A Mah S
A Sin-Kha; A Afg S A Mah.
PORTUGAL(Stimmel): A Ben /r/ Cir. F Azo S F Gbe; F Vap-Mat; F Gos-Mla; F Gbe S
A Bha-Ama; F Can-Eat; F Cam-Sia(ec); F Lis S F Can-Eat; A Bha-
Ama; A Mgo S A Bha-Ama; A Agt H; A Nig S SP A Ash; A Opo H;
A Bra S A Agt; A Cir-Ben.
RUSSIA(Schnaath): F Swe /r/ Fin. F Gob-Bal; F Ecs-Scs; F Soj-Jap; F Lat S F Gob-
Bal; F Fin-Swe; A Kia-Bes; A Sze-Coc; A Ben S BY A Mah; A Bma-
Sia; A Mor-Pra; A Rom-Clu; A Bas-Pol; A Sun H; A Mac S A Sze-
Coc; A Lit S A Bas-Pol; A Mon-Sze.
SPAIN(Gemignani): F Afs-Nwg; F Tar-Spc/r Gil, Wpc, Sls, OTB/; F Lgn-Pps(wc);
F Hon(ec)-Car; F Max(ec) S F Hon(ec)-Car; F Sca-Gos; F Mnl-Scs;
A Tun-Sah; A Tex S A Cal; A Cal S A Tex; A Sen S A Tun-Sah;
A Bnn S PO A Nig; A Ash S PO A Nig.

Lucero's dropping out has really hurt the game. We need a standby! Winter
builds (as per Supply Center Chart below) due 12.01pm 21 Oct. Supp Center Chart:

AU - Nap, Bud, Clu, ~~Via~~, Tri, Vie, ~~Via~~, ~~Via~~, ~~Via~~, Sav (6). Removes 2.
EN - Aus, Lpl, Lon, Btl, Vir, Con, Nwy, Ore, Fij, Ala, Ica, Cub, Kam, Sam, Tah,
Tar, Mas (18). Builds 2.
FR - Bor, Par, Pdy, Que, Tou, Sen, Ont, Lou, Vol, Gha, Niz, ~~Via~~ (11). No change.
NE - Jav, Utr, Ant, Cpc, Hag, Sur, Beo, Han, Den, Bol, Zam, Ang, Cay, Sum, Pru,
Uga, Tan, Nal, Mal, Psa, Gab, Bav, Moz (23). Builds 4.
BY - Cnp, Bag, Dam, Izm, Jer, Sof, Par, Afg, Yem, Egy, Oma, Eth, Mah, Kha (14).
Builds 4.
PO - Lis, Bra, Lag, ~~Via~~, Opo, Gab, Azo, Agt, Bha, ~~Via~~, Nig, Dak, ~~Via~~, Cam, Mla
(12). Removes 2.
RU - Ptd, Irk, Kia, Mos, Oms, Smk, Amu, Cri, Chn, Swa, Man, Sze, Pol, Bma, Sun,
Jap, Coc, Ben, Pra, Mac (20). Builds 4.
SP - Cad, Mnl, Ifn, Mac, Max, Val, Tex, Mrc, ~~Via~~, Cal, Nwg, Tun, Sen, Hon, Tun,
Pps (15). Builds 1.
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1975BKfh

RATS SEEN ABANDONING SHIPS IN SP, OT, RU.

Fall 1752

AUSTRIA(Hyatt): F Tyr-Tun; F Mac S A Tan-Moz; F Ion-Aeg; A Psa S A Sax-Han; A Pol
S A Psa; A Sax-Han; A Tan-Moz; A Col S PO A Pru-Ecu; A Bav S A
Sax-Han; A Vie S A Bav; A Tun-Lib; A Ken H.
ENGLAND(Scheutz): F Tar-Mnl/imp/; F Bar S A Lon-Nwy/nsu/; F Wat-Bah; F Nat-Wat;
F Wpc /h/; F Car-Hon(ec); F Gog-Ang; F Nth C A Lon-Nwy/nsu/;
F Eng S Na F eat/nso/; F Tas-Tan; A Con S A Kam-Gab; A Kam-Gab;
A Nwy-Kar; A Lpl H; A Fla-Lou; A Lou-Ohi ((A Tex /r/ Lou!)).
FRANCE(Stimmel): F Opo-Lis; F Sog S SP A Hue-Lag/nso/; F Pai S A Kha; A Arg-Opo;
A Kha H; A Ont S A Mta; A Sss H; A Pps H; A Mta S A Ont; A Vol-
Gha; A Mah-Ben.
NETHERLANDS(Foxy) F Bal S A Den-Swa; F Gtn-Cam; F Eat-Azo; F Mla-Sia; F Sur-Blm;
A Rhi S A Han; A Hag S A Han; A Han S A Rhi; A Vza-Col; A Nal
prays the AU NMR/h/; A Bau S A Vza-Col; A Den-Swa; A Kat-Ang.
OTTOMANS(CD): F Bla, F Yem, F Ars, F End, A Sof, A Kas, A Bag, A Sin, A Oma,
A Afg all /h/.

(CONTINUED)

(1975BKfh cont.)

PORTUGAL(R-ich): F Bln-Sur; F Lis S A Lag; F Coc-Gon; A Sia H; A Fur-Leu; A Gab-
 Con/a/; A Bol-Ana; A Lag S F Lis; A Zam-Kat; A Bna-Ben; A Ang
 S A Zam-Kat; A Bha-Vdg.

RUSSIA(Norffs CD): NMR. F Haw, F Cal, F Epc, F Gob, A Irk, A Man, A Kie, A Cri,
 A Van, A Mon, A Yuk, A Ura all /h/; F Swa /h/a/.

SPAIN(Lucffs CD): Res. NMR. F Can, F Mel, F Ecs, A Ifn, A Sen, A Huo, A Tex,
 A Mex, A Cadxall /h/.

There's really nothing more a GM can do! A 5-player A/E/F/N/P draw has been
 proposed. Why not? - votes due w/ Winter builds 21 Oct. at 12.01 pm. Winter
 Supply Center Chart:

AU - Vie, Pra, Bud, Tri, Som, Nap, Psa, Pol, Tan, Col, Mal, Bav, Tun, Ken, Moz
 (15). Builds 3.
 EN - Lon, Btl, Lpl, Vir, Nig, Aus, Lou, Nwg, Kam, Fij, Tar, Ice, Nwy, Cub, Con,
~~Txx~~, Ohi, Hon, Gab, Tah (19). Builds 3.
 FR - Bor, Par, Tou, Que, Pdy, Mta, Vol, Mah, Sav, Pps, Ont, Opo, Gha, Kha (14).
 Builds 3.
 NE - Hag, Utr, Ant, Sur, Cpe, Jav, Ben, Den, Ecu, Cam, Mia, Vza, Nal, Han, Azo,
Swe (16). Builds 3.
 OT - Sof, Izm, Dam, Bag, Jer, Cnp, Egy, Oma, Per, Afg, Yem (11). No change.
 PO - Lag, Lis, ~~Opp~~, Bra, Ang, Mac, Bol, ~~Opp~~, Coc, Sia, Pru, ~~Opp~~, Agt, Zam, Bma,
 Bln, Vdg (14). Builds 3 (only 2 poss).
 RU - Ptd, Mos, Kie, Irk, Haw, Ala, Oro, Cal, Cri, ~~Swf~~, Amu, Van, Man (12). NC.
 SP - Mad, Cad, Val, Mex, Ifn, Mnl, Tex, Dak, Mrc, Sen (10). Builds 1.

1975BKfh Press:

THE HAGUE, 1 Sept. '52: "The International Court at The Hague ruled today that
 the government of Portugal acted irresponsibly and violated international peace
 agreements by attacking the Netherlands. No reply from Portugal has yet been
 received."

LISBOA, 3 Sept. '52: "Receipt of the verdict of the puppet Dutch Hague Tribu-
 nal was the cause of considerable hilarity in this otherwise studiously hushed
 city. As forces continued to be mustered for the counterattack against our ene-
 mies, the only comment came from the Imperial War Department: "We continue!"

1975Ufh Press:

LISBOA: Spain has just invited Portugal and possessions to join her new League
 of Little Nations. Portugal, Azores, Dakar, Nigeria, Argentina, Brazil, Macao,
 Bengal, Cochin-China, and Cambodia will become members for as long as they re-
 main part of the free world ((short stay for the Azores!)). Marshal van Stroup's
 new Batavian Republic may join."

LISBOA: "Who is the real Marshal van Stroup? Portuguese version: he was cash-
 iered, became a Cape town beggar, then moved to East Indies, and revolted, forming
 Batavian Republic, while his brother, Rembrandt van Stroup, former ballet dancer,
 jester, and juggler, now is in charge of Dutch forces and is expected to drop
 some Dutch territory; Dutch version: Marshal van Stroup is still in charge of
 the government, and was never cashiered; Spanish version: The Capetown beggar is
 a half-brother of Marshal van Stroup."

LISBOA: "A moment of silence was taken today in sympathy for our nation's un-
 fortunate plight. Located too far from Austria we are pathetically unable to
 participate in the spoils of that nation's collapse."

1974HO Spring 1903: TURKEY BOWS OUT AS WAR ENDS DRAWN. Lucero quit, thus Tom
 Kissner (Austria), Mark Zimmermann (England), and David Fujihara (Germany) share
 a three-way draw. Congratulations, guys, on a terrifically-played game! Still
 have some openings in IMM #7 . . .

(CONTINUED)

1974HO Final Supply Center Chart:

	00	01	02	03	04	05	06	07
AU	3	5	5	6	6	6	8	8(drw S'08)
EN	3	4	5	6	6	8	9	9(drw S'08)
FR	3	4	4	2	1	1	1	1(CD since S'03)
GE	3	5	7	7	9	8	8	7(drw S'08)
IT	3	4	5	6	6	4	2	2(G. Ferguson drw W'06, B. Stimmel to //S'08)
RU	4	6	4	3	2	2	2	
TU	3	4	4	4	4	5	6	7(drw S'08)

Our first game finally completed. Hard to believe this game began twenty-one issues ago in November of 1974. TMM's come a long way since then...guess we've all come a long way since then...well, some of us have, anyhow!

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1975AV FRANCE HANGS IN THERE AS KING-EMPEROR ABDICATES! Spring 1906

AUSTRIA(~~Weswig~~?): NMR. F Smy, A Vie, A Tri, A Rum, A Gal, A Bud, all /h/.

FRANCE(Kelly): F Naf-Wes; F Mid S A Cas-Spa; A Por S A Cas-Spa; A Cas-Spa.

GERMANY(Swabeck): F Kie-Meb; F Ska-Nth; F Bot S A Nwy-StP; A Nwy-StP; A Bur-Par; A Br S A Bur-Par; A Pic S A Br; A Hol-Ruh; A Mun-Sil.

ITALY(Weswig): F Con-Ang; F Rom-Tyr; F Nap-Ion; F Spa(sc)-Mid/a/; F Wes S F Spa (sc)-Mid; F Lyo-Spa(sc); A Mar S F Lyo-Spa(sc); A Ank-Arm; A Ser S AU A Rum; A Ven-Pie.

RUSSIA(Fox): Winter '05 - F Nwy /r/ StP(nc). F Edi-Cly; F StP(nc)-Nwy/r Bar,OTB/; A Sev-Arm; A Ukr-Mos; A War-Lvn.

Interesting things happening in Iberia. IT F Spa-Mid failed as support in Wes was cut, and the FR attk w/ 2 supports annihilated the IT F. Fall '06 orders due 21 Oct. 1976 to 1443 Jonesboro Dr., L.A. CA 90049 U.S.A. Press: Wait a minute! Would Eric Verheiden, Caltech 1-86, Pasadena CA 91126 please take over Austria?! BERLIN: "Da Kisser wish to announce dat him don't now givt Anglash mit hims anser do da press ist...Sich auf es Türkischrot!"

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1975GG ARMS BUILDUP CONTINUES UNINTERRUPTED Winter 1904
IF YOU DON'T COUNT ITALY

AUSTRIA(Bourne): Builds F Tri. ENGLAND(Diehl): Builds A Edi.

FRANCE(Verheiden): Builds F Br.

GERMANY(Fox): No change.

ITALY(~~Weswig~~?): NRR. GM R F Tus. RUSSIA(Dunn): Builds F StP(nc).

TURKEY(Kelly): No change.

Spring 1905 orders due 12.01pm 21 Oct. 1976 to 1443 Jonesboro Dr., L.A. 90049. Would Don Parker, 44 Wexford Rd., Dewitt NY 13214 please take over Italy? Thanks! There was no press submitted.

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1976M ENGLAND PREPARES OFFENSIVE AGAINST FRANCE Spring 1903

AUSTRIA(Adam): F Aeg-Con; A Ser-Tri; A Bud S A Ser-Tri; A Vie S A Ser-Tri.

ENGLAND(Diehl): F Hol-Bel; F Don-Nth; F Hol S F Don-Nth; A Lon-Wal; A Edi-Lvp.

FRANCE(Fujihara): F Nth-Nrg; F Ang-Nth; A Bel-Hol; A Par-Bur; A Bas S A Par-Bur; A Lvp H.

GERMANY(Cooper?): NMR. F Bal, F Ber, A Ruh all /h/.

ITALY(Dittmar): F Tun-Wes; F Ion-Tyr; A Ven-Pie; A Tyo-Mun; A Tri H/r Ven, Alb,OTB

RUSSIA(van den Boogard): F StP(nc)-Nwy; F Swa-Bal; F Sev S A Rum; A Rum S AU A Ser-Bul/nso/; A War-Fru; A Sil-Mun.

TURKEY(Kelly): F Smy-Aeg; F Bla-Bul(ac); A Bul-Gr; A Con S F Bla-Bul(ac).

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by Michael George Homer

Trial Playtest Rules
Utilizing the Original (Ariel) Game

I. Adjudications: Noble pieces are moved in order of strongest individual noble first followed by next strongest, etc. For movement purposes, the strength of each noble is determined by adding all noble, title, office, and mercenary household strengths. Note that additional office troops (i.e., "200 in Wales") are not included. To attack, at the end of the noble's plotted move, the player must state the attack (i.e., "Attk Percy" or "Attk London"). Specifics:

Each noble's move is plotted individually with the identity of the square of movement origin and of each successive square entered written in the order the piece enters. Square identities are disclosed on the TMM PBM Kingmaker map.

To move a stack of nobles (two or more) together, the stack moves in the turn of the weakest noble in the stack. Thus, a stack containing a 150-, a 100-, and a 10-strength noble would move as such in the turn of the 10-strength noble.

One Free Move card may be used per unit per turn; the five squares obtained must be identified by "FM", the prefix denoting the additional squares.

In order to move through another player's structures along a road, the owning player must in his orders grant specific passage to each individual noble.

For the purposes of this PBM game, ships can remain at sea for four consecutive turns, but at the end of the fifth turn, those ships must ENTER a port.

Ships move in the turn of the noble who controls the card. Thus, if a 200-strength noble wished to travel by sea using a 10-strength noble's ship, he would move in that 10-strength noble's turn. The ship would be plotted through sea squares and into ports just like noble pieces. To load on a ship, both the noble and the ship must be plotted to perform that function as well as include a port of embarkation; likewise for debarkation.

To obtain a Royal Piece, the acquiring noble must ENTER the structure.

To be considered inside a structure, the player must include the word IN with his plot for that piece.

An owned Royal Piece must be assigned to a noble, and will remain with that noble until reassigned in a subsequent plot.

To eliminate a Royal Piece, the player must include this in his orders.

As nobles move in order of strength, a stronger will be able, if within range, to attack a weaker before the weaker can execute its move.

Should the attacker fail to defeat or to be defeated by the defender, the defender may execute his plotted move.

All pieces lost in a battle are considered killed. Killed nobles of the victorious side are returned to the Crown Pack and their titles and offices to Chancery, but cards lost to the victor by the loser may not be incorporated until the following issue's Crown Pack Incorporation phase. Royal pieces are capt'd.

To attack an enemy force with more than one noble at the same instant, the player must state in the Attack Plot the nobles involved and in which noble's turn the combined attack is to take place. Should the player omit to write "w/ Nobles X and Y in Noble Y's turn" (variable upon number of nobles attacking and their order of movement), each noble would attack or defend SUCCESSIVELY and NOT as a group. Note that if the target noble/stack moved before the attacker had mustered all his forces (in the example above, before Noble Y had arrived), the attack would be forfeited.

Upon completion of a successful attack upon a structure, the victorious player assigns a particular noble(s) to enter; if he fails to note this, all enter.

Parliament must be summoned IN a town, city, or unfortified town. This takes place after the adjudications. The player summoning Parliament must specify in his orders to which noble he gives the Writ. The special sequence Parliaments

(PBM KM rules cont.)

require will be outlined when the necessity arises.

Coronation follows adjudications and parliaments, and must be included in the plot.

II. Crown Pack Incorporation: The players assign the Crown Pack cards obtained in last issue's combat and/or last issue's Crown Pack Determination phase to a particular noble. If the card can be incorporated, it MUST be brought into play. If the card is a title or an office and cannot be immediately assigned, it may be held until it can be assigned (designated "Holding").

III. Crown Pack Determination: The GM prints the Crown Pack card drawn for each player and prints this along with any cards obtained through combat this. They may be brought into play in the next issue's Crown Pack Incorporation phase.

IV. Event Pack Incorporation: The GM draws one event card for each player. Only those results which affect the game are printed.

Special w/ Events: nobles on ships in a port are affected by plagues and must respond to summonses.

Special w/ Events: nobles on ships forced into port by a "Storms at Sea" card must attack the port (or defend against it) just as in normal siege rules, whether the port be neutral or owned, occupied by nobles or unoccupied.

Special w/ Events: failure to respond to two noble, title, and/or office summonses by any noble at sea results in the loss of offending office, title, or noble holdings. The ignored summons compilation is cumulative, and may be as the result of more than one sea voyage. Additionally, if the King misses three Embassies, he is considered uncrowned. To respond to a summons, the ship is placed in the nearest port by the GM (who also adjudicates any combat this may incur, see Storms at Sea result above), and the noble summonsed is placed on the location specified unless the player writes "Will NOT respond to summonses while at Sea" for all nobles on that voyage.

Special w/ Events: When a noble in his owning faction is summoned, the Royal Piece accompanies the noble last assigned.

TMM Postal Kingmaker Square Identification: squares are identified in two ways:

1) Squares w/ structures are identified by the first three letters of the largest structure in the square (i.e. "Bri" for Bristol) with the following exceptions:

A/ WLON = West London; ELON = East London; WCAR = West Cardigan; ECAR = East Cardigan; NHM = Northampton; BKL = Berkeley; CLS = Carlisle; NCS = Newcastle (Staffords); CSB = Carisbrooke; CNS = Conisborough.

B/ When a noble is to enter a structure w/ neighbors in the same square, the word IN is written (i.e. Percy: Bat-Bkl IN).

2) All squares w/out structures are prefix-coded. See the TMM PBM map for explanation of prefixes.

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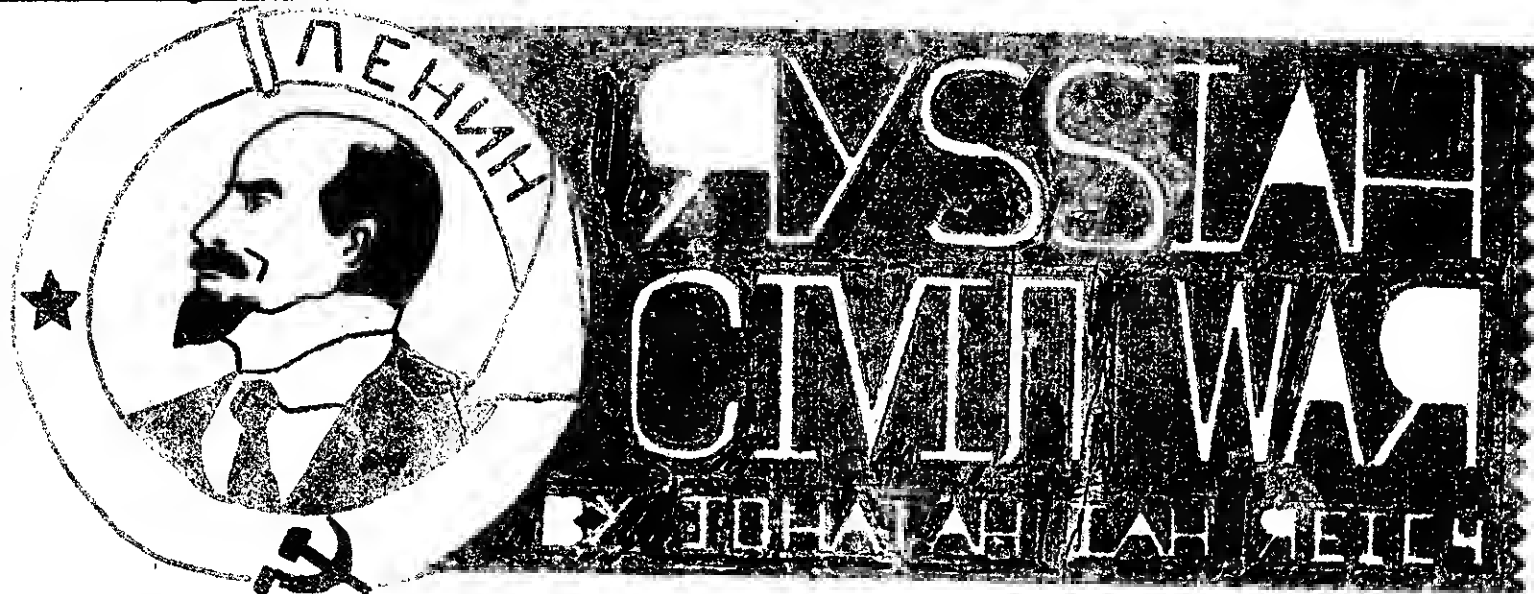
POSTAL KM IN TMM

We are now opening a six-turn trial PBM game for 75¢, utilizing the above system, which has been tested about three or four times and has worked so far. PBM KM maps are needed, and sell for 50¢. For those players who sign up for the Trial game, the map cost is included in the fee, which also counts for 50% of the game fee when the real PBM game opens. Five players are needed, 7 preferred.

SAMPLE MOVE: Percy(100): Aln-New-T8-Rab-Dur/Attk Dur w/ Mowbray in M's turn.
Mowbray(50): Wre-Yor-Hel-N32-Dur/Attk Dur w/ Percy.

After moves, add B. Carlisle to Percy. Wait to receive issue to see what Crown Cards obtained, what losses suffered, what events occur.

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THE DATE IS LATE JUNE 1918. The Bolshevik government, although in power, is in an unsteady position. The anti-Bolshevik forces, rapidly gaining in strength, are preparing for an offensive. Now is the time when the future of Russia will be decided. It is the beginning of the RUSSIAN CIVIL WAR.

The Russian Civil War (RCW) is one of history's most interesting and unique wars. It employed all of the most modern weapons, such as the tank, machine gun, and even the airplane. It is surprising to note that with the most modern weapons to be had (though tanks and planes were very few in number) the tactics used dated back to the Napoleonic and American Civil Wars.

The RCW actually lasted from the November Revolution in 1917 until 1921, when the last of the counter-revolutionary forces were suppressed or expelled. In 1919 the war was at its height. In this crucial year the Whites launched three successive offensives. These attacks, at first successful, all eventually failed. This led to the destruction or expulsion of all the White forces.

The Leaders and their Forces: In the RCW there were two main forces. These were the Bolsheviks, or Reds, and the Whites. The Whites are sometimes thought of as supporters of the Tsar, but this is not completely true. While many of the Whites did support the Tsar, a good number of them were in favor of different forms of democracy. Besides the Reds and the Whites there were sixteen different foreign interventionists, including the United States, Great Britain, France, Germany, Japan, and Czechoslovakia. The last and least important of the belligerents in the RCW were the nationalists. They represented the local governments which had sprung up after the collapse of the Empire. Although some of these nationalist armies were very powerful, they played only a minor role in the RCW.

The major problem of all the armies, sometimes even more of a problem than the enemy, was desertion. At the end of 1919 the Red forces totalled about 1,000,000 men; during this same year 2,000,000 men had deserted from the Red ranks. The problem of desertion was just as bad for the Whites.

A second major problem during the RCW was low morale. Low morale resulted in two things: desertion and large numbers of prisoners. It resulted in large numbers of prisoners because they did not have the will to resist. Troops which were captured did not usually present a very big problem and were simply incorporated into the capturing army. Officers were a different story. Captured officers, especially Red commissars, met with distinctly unpleasant ends.

The Red Army found its beginning in the Red Guards, which had been expended after the Revolution. In April 1918 a draft was instated. Trotsky, as People's War Commissar, was given the task of forming the Red Army. Even Lenin did not interfere with this task. As of 1920 the Red Army was divided into 16 regular and 2 cavalry armies, composed of 57 regular and 16 cavalry divisions, or approximately 250,000 men. The Red Armies also incorporated an indeterminate number of independent brigades. They were also supported by varying numbers of machine guns and artillery.

One of the major problems Trotsky faced was finding enough officers to lead his armies. Out of necessity he had to call on the services of former Imperial Army

(CONTINUED)

(RCW cont.) officers. These officers were not only much better trained than the Communist officers, but they were more numerous. As much as four-fifths of the Red officers were ex-Imperial officers. The problem of loyalty among the ex-Imperial officers was solved in two ways: Political Commissars were instated in all levels of army command, and their signature was needed on all military orders; the families of questionable officers were held in special custody to insure correct behavior. Communists were also used to build up the determination of units whose spirits seemed to be wavering. The quality of a division was proportional to the number of Communists in its ranks.

The White Army started out as a few bands of Imperial Army officers with a few personally loyal men. They suffered from the fact that they had too many leaders and not enough men. This gave them a high degree of competence and morale, two factors which soon disappeared as the White forces grew and the original officers were killed off. Since the Whites, as I stated before, represented many different political views, it was very hard for them to form a centralized command and government.

The White Army was smaller than the Red. The two major armies were the Volunteer Army, commanded by General Anton Deniken, and the Siberian Army, commanded by an ex-Imperial Navy admiral named Kolchak. The biggest difference between the Red and White Armies is that the Whites had a higher proportion of mounted troops than the Reds. Deniken's army, which operated in the Cossack region of Russia, was half cavalry. Most of the White Cavalry were Cossacks who had enjoyed special privileges under the Tsar. The White Army was organized in a similar way to the Red Army, but on a slightly smaller scale.

The interventionist forces played only a minor military role. The Allied governments were worried about the political unrest at home and were too suspicious of each other's intents to be able to form a single policy on the nature and goal of the intervention. The troops, weary from World War I, were very susceptible to Communist propaganda.

The largest of the interventionists was Great Britain, providing 18,000 of the 21,000 foreign troops in Russia, and supplied aid to both Deniken and Kolchak. The other interventionists, the French, Czechs, Japanese, Americans, and others, performed other less important functions. Of these the Czech Legion played the most important part. They were travelling across Russia to Vladivostok to be transported back to Czechoslovakia. During the time they were in Siberia they caused a great deal of confusion with communication and railway lines.

The last group of forces involved in the RCW were the various nationalist forces. The armies of these "independent" states were created to defend themselves. The Poles, Finns, and Balts were successful in sustaining their independence although it took a considerable amount of foreign aid. The others, such as the Ukrainians, failed, and were incorporated into the new Soviet state.

The stage is set. All of the players are present. Read "The Course of the Russian Civil War" in the next issue of The Master Machiavellian.

* * * * *

Postal Russian Civil War

The Master Machiavellian is offering for play a game of RCW. The rules to be used are the postal ones given in the game itself. We have decided that five or six players would be the best number to have in the game. We are interested in any comments on the SPI rules and any suggestions on how to improve on them. If you have any please send them to me as I am going to be GameMastering RCW. If you are interested in playing, write us as soon as possible so that we can start the game. The game fee will be \$1.50. Copies of the rules and mapboard will be made available upon request. Thank you.

Jonathan I. Reich, GM.

* * * * *

"The more you sweat in peace, the less you bleed in war." - Adm. Hyman Rickover

the player's choice.
(10.1) cont.)

During a Friendly Combat Phase, WP/Neutral air units do not add their strength to that stack's attack.

During an enemy combat phase, WP/Neutral air units do add their strength to that stack's defense.

(7.43) When air units are attacked alone, NATO/SV units have an intrinsic defense strength of 2 and WP/Neutral units have an intrinsic defense strength of 1. Air units may retreat but may not advance after combat.

(7.53) EXPLANATION OF COMBAT RESULTS
EX: (clarification) An EX result does not affect a City-in-Revolt (CIR) defending by itself, but does affect the attacking units.

(7.8) CITIES-IN-REVOLT AND COMBAT

(7.81) Capital CIR have a self-defense strength of 2.

(7.84) Optional Rule: ZONES OF RESISTANCE (ZOR)
A CIR exerts a Zone of Resistance into the 6 hexes adjacent to it. Enemy ground units must expend an additional (+1) MP to enter.

A ZOR has no effect against retreats but does block supply lines.
SV/PO airborne divisions may not land in a ZOR hex.

(9.2) WHEN REINFORCEMENTS AND REPLACEMENTS APPEAR

(9.26) Optional Rule: if NATO Intervention is not triggered at the end of the reinforcements may appear on their Placement Hexes (figure 5B) and may move freely (depending on the Scenario). This rule assumes that NATO intervention would occur regardless of NATO failure to intervene. A player who chooses this is what NATO hopes to have in order to build up its forces.

(9.3) WHERE REINFORCEMENTS/REPLACEMENTS APPEAR

(9.31) Addition: NATO airborne/airmobile units appear on any NATO Placement Hex. Exception: see THE SCENARIOS.

(11.1) COUNTRIES IN REVOLT AND THE WP REVOLT TABLE

(11.11) Optional Rule: if the NATO Player obtains a 2nd Revolt/Intervention, he may shift 1 column down the Revolt Table and roll again. If a similar result occurs (don't laugh, it does happen), the process continues until a different result is obtained or the 0 Column is reached (you eat it after that).

(12.1) SUPPRESSING REVOLTS

(12.11) To suppress a Country-in-Revolt, all of its national armies must be destroyed and all of its cities occupied by SV air/ground units.

SPECIAL RULES

YUGOSLAVIAN GUERRILLAS

To simulate Yugoslav guerilla activity, enemy units must pay an additional 1 MP to cross a Yugoslavian rough hex.

NONCOOPERATION

Rebellious Bulgarian units may not stack or attack the same column as the Turkish forces.

The Greek and Turkish units may not stack together.

When show their character in nothing more clearly than in their Gothic.

Who who gives quickly, gives twice." -- C. J. Lewis

(RE cont.)

MARINES

Commentary: The Soviets have a brigade of Marines stations with both the Baltic and Black Sea Fleets. The Poles and Italians also field a Marine division and regiment, respectively. In addition, the Americans can be expected to reinforce Greece/Turkey with Marine battalions from the 6th Fleet and the continental US.

During the Movement Phase, Marine units may "land" on any clear coastal terrain hex not occupied by Enemy units at a cost of +2MP. In order to make an amphibious assault, a Marine unit must begin the GT in a Coastal City or Sea Base (non-coastal sea hexes Marine units do not expend any MP when crossing coastal/non-coastal sea hexes (that's the Navy's job!)).

Marine units may treat their landing hexes as Supply Sources as well as trace supply back to their respective map edges/national Coastal Cities.

If a Marine unit is moved (voluntarily or as a result of combat) from its landing area, it must return to a Coastal City or Sea Base and remain there for an entire GT before it can use its amphibious capability again.

SOVIET DANUBE FLOTILLA

Commentary: The Russians maintain 2 River Flotillas (they never throw anything away), one on the Danube and the other on the Amur-Ussuri Rivers. The smaller of the two, the Danube Flotilla, consists of 3 River Brigades of artillery, amphibious troops, mine-laying vessels, 2 battalions of Marines w/ PT-76s, and 100+ fire support craft. It can operate all the way from the Danube delta to Belgrade (why it can't go any further, I don't know) (probably the sailors manning the oars can't take the high altitude--Ed.)).

The Danube Flotilla moves along either the Danube (up to hex 1114) or Siretul (up to hex 1323) Rivers. The unit is physically placed on the hex grid with the arrow pointed to the river hexside occupied. Therefore, the Danube Flotilla, although theoretically located in the river hexside, occupies the hex adjacent to the river hexside it is in.

The Flotilla has a Movement Allowance of 16 MPs. It expends 1 MP per river hexside entered. It is always in Supply.

The Flotilla does not count for stacking purposes. The unit exerts a ZOC only into those hexes containing a river hexside. It is not affected by Enemy ZOCs and is stopped only by an enemy unit that is adjacent to a river hexside.

The Flotilla only attacks enemy units/Cities adjacent to a river hexside. The unit is not affected by any Combat Results except Ar, Ex, and De.

DEPLOYMENT RESTRICTIONS

NATO

The NATO AMP 1, IT 2, and 1 NATO AF unit must appear on a Greek or Turkish hex, and remain in the area for the rest of the Game.

The US ma 1 may appear on either a Greek/Turkish hex or land on an Adriatic Sea Hex.

SOVIET

Until NATO Intervenes, the SV Player may not move more than 2 of his front-line ground units in East Germany and 1 unit in Czechoslovakia from their Initial Deployment Hexes.

1 SV Ma is stationed in both the Baltic and Black Sea Hexes.

The Danube Flotilla may be placed on any Danube/Siretul River hexside.

2 SV AF must be deployed in East Germany.

1 SV AF 1/2 is placed anywhere in Bulgaria; another AF 1/2 anywhere in Hungary.

1 SV AF 1/1 is placed anywhere in Poland.

WP/Neutral

All WP/Neutral air units begin the game in each country's Capital City. Exception: see 14.16 and 14.21.

NEXT INSTALLMENT: The Scenarios, Victory Conditions, and New Units.

THE POLITICS OF INDUSTRIALIZATION

Conclusion

by Terry Lucero

In a communist or fascist system of government, the economic development was (or is) made with different methods that produce the same working conditions. Under a communist regime, the governing body claims to rule in the name of the people. They confiscate the property of the bourgeoisie, and use it in a manner similar to what the bourgeoisie would have done, thereby eliminating the government-industrialist relationship (and removing the government as a means for the workers to gain rights), and tying the common people (proletariat) directly to them. The labour supply is controlled by the government via the police, as is the press and all communications. Secret police, informers, and rigid censorship and stifling of opposition enable the government to control the populace and use them as they see fit. Wages, prices, and hours are similarly controlled, and the profit margin is kept as high as possible. The lack of a separate government and free press prohibits the workers from organizing, and prevents vocal opposition. The main advantage of a communist system is that it allows rapid industrialization. Under it, ~~the Soviet Union has been able~~, in 50 years, to do what the West has in 200, and China can now provide for all its people, while much of the Third World starves.

In a fascist country, the landed gentry has succeeded in retaining more power than in a bourgeois or communist nation. The industrial elite is gaining, however, and will surpass the aristocrats if left to their own devices. The aristocracy realizes this, and understands also that the bourgeoisie would like to share government power now. So, it essentially makes a deal with them. The government, usually under a strong man, takes some power from the gentry and gives it to the bourgeoisie. It then freezes the power structure in that position. The aristocracy is satisfied that the government will guarantee its continued influence, and the bourgeoisie is happy to get power it normally would have had to wait for. The main drawback is that the middle class industry is unable to expand, since doing so would require taking resources from the gentry, and the government is dedicated to maintaining the status quo. Thus, fascist countries must find an acceptable outlet for their production (e.g. military ventures) or stagnate, as Spain and Argentina have.

Eventually, the political systems that operate during industrialization must change. In the case of the bourgeois democracies that evolved during the Industrial Revolution, the growing unions and expanded franchise brought economic and political power to the workers. They have used this power to evolve the present Western form of government, the mass democracy, and its corresponding economic system, the welfare state (supported by a mixed economy of private and government businesses, and government regulation). In the case of communist countries, the lack of separate government and industry has prevented visible change. Thus, the present USSR is less repressive now than under Stalin, but it still permits only a few of the freedoms we enjoy in the West. In fascist nations, since the government is dedicated to the status quo, it must be replaced for change to occur. Thus, no fascist country has survived as such for more than two generations.

In conclusion, I think that three observations can be made about the Industrial Revolution: 1) Western Europe was the first part of the world that had the necessary materials, labour force, climate, economy, and political systems for an industrial society to evolve; 2) the political system which governed the industrialization period reflected the economic power structure, and was not overly concerned with human rights; 3) without the products of industrialization, it would not be possible for our society to exist. Since society is always changing (either progressing or stagnating), and we are a product of its values, it is not possible for us to evaluate whether the Industrial Revolution was "good" or "bad". Rather, like the killing of the prey by the predator, it was a necessary step in the development of our society.

The author wishes to pay tribute to A. F. K. Organsky and his book, The Stages of Political Development, which stimulated and provided the background for this article.

Bushwacker is a superbly-reproduced mimeo zine specializing in variants done monthly by Fred C. Davis, Jr., 3012 Oak Green Ct., Ellicott City MD 21043. Fees are \$7, standby fees \$3.50; I'm not sure of his openings, but Fred is running games of Abstraction II, Atlantica II, Economic Dip IV and U.S. Dip III. Subs are 12/\$2.50. Last issue, Vol. V #9, contained a DiploCon IX report, an editorial calling for the resignation of Robert Sacks as Miller Number Custodian (sigh! - see below), info regarding variants, and games. Fred and I are currently concocting a PBM Dreadnought Grand Campaign Game. The premier variant zine I've seen to date.

Centurion is done by Russell Fox, 5160 Donna Ave., Tarzana CA 91356. Subs are 10/\$3 or 11/\$3 to new subbers. As each issue runs 10 pages mimeo (tho' repro has improved of late, the zine could be made much more presentable) and lately has included just games w/ little or no press, at 30¢ a copy the sub rate is high. But first games are free, extras \$2. Coming out "every third to fourth week" makes Centurion a nice zine to play in, but if you're looking for features or good press, this zine is not for you.

The Diplomacy Baron is a nicely-repro'd xerox Dipzine by Rod Zaccalini, 23861 Park Belmont, Calabasas (Boondocks) CA 91302. Subs are 12/\$3. Fees are \$1 for reg Dip, \$5 for "Rebate Game" (returning 75¢ for ea. center owned), \$2 + \$1 deposit for Anonymity Variant, and \$2 + \$1 deposit for Global Variant. Rod needs standbys (don't we all?!). #11 contained games and press, a humor Q&A column, some news/comments, and an article by Rod on his doings at the GLASC last June. A good, steady zine.

Diplomacy World is by Walt Buchanan, R.R. #3, Box 324, Lebanon IN 46052, and is sponsored by Avalon Hill. A virtual must for every Dippy player, DW runs 40 pages offset, and subs are 4 quarterly/\$4. From the DW colophon: "/DW's/ purpose is to present a broad overview of the postal Diplomacy hobby by printing articles on the Diplomacy scene and on good play, carrying the Hoosier Archives Demonstration Game w/ expert analysis, listing rating systems, publishing letters to the editor and listing game openings and zine news". DW does one heck of a job doing all that!

Erehwon is concocted by Rod Walker, said to be going to the dogs at 1273 Crest Dr., Encinitas CA 92024, and at 5/\$1 runs about 10-12 pages ditto. Fee is \$8.50. #98 included a great logic puzzle, games, humorous press, comment from the hard-pressed, over-worked pubber, a desperate appeal for standbys (which in my opinion is a great opportunity for high-level play), and an article about Robert Sacks (double sigh!). Thanks go to Rod for GMing Dinki-Con III's Master's Game, which TMM hopes to print very soon.

Everything is pubbed by John Woswig at 2115 NW Elder St., Corvallis OR 97330 c/o "Chintimini Ent." for the Boardman Number Custodians, Doug and Marie Beyerlein, 240 Hawthorne, Apt. F, Palo Alto CA 94301, who assign Boardman #s to ea. game as it starts. Containing each game's player casting, supply center charts for completed games, and info on game stats, Everything is a must for all pubbers.

The Gaming News, contained in The Gamesman, by Donald L. Miller, 12315 Judson Rd., Wheaton MD 20906, includes articles of interest to wargamers and others in the gaming field. #7 contained an article on war games history, sections on Chess, rules for a war game by Fred Davis, and book and zine reviews. Subs are 4/\$4 to the quarterly TG, or 4/\$1 for the monthly TGN. Both offset, I believe.

Impassable, by John Boyer, 117 Garland Dr., Carlisle PA 17013, is perhaps the best zine in the hobby not "professionally" done like DW, soon to enter an attractive new layout. Subs to this zine are 10/\$2. I don't believe John has any openings, but he sure would like to get some more staff writers - why not contact John? #69 included an article by John on copyrighting, John Pulsipher's column on the origins of the new IDA constitution, games, letters, zine openings, and, perhaps best of all, that great section on hobby news. A fine publication!

Poictesme is pubbed by Bruce Schlickbard, 6194 East 6th St., Long Beach CA 90803. #25 included a humorous take-off on our exalted Master's Dispatches (by the way, Bruce, our Dispatches went back to its "old" style BEFORE you put this

(Zine reviews cont.)

out! snicker, chortle, choke, gasp!), a reprint of Len Lakofka's second Zine Pool games, and press. Subs are 9/\$2; only openings are in Postal D&D for \$2.

Speculum is done by David Kadlecak, 1447 Sierra Creek Way, San Jose CA 95132. Subs are 8/\$2. Game fees (also req. a sub and a \$1 deposit): Scacchomacy fee \$0; Sword & Sorcery Dip fee \$1.50; Chinese Dip fee \$1. Standbys and replacements are solicited. #36 contained games and press, Lew Pulsipher's article on the new IDA constitution w/ David's comments, and thish was accompanied by a pamphlet by David entitled, What Price "Efficiency"? expounding David's opposition to the new IDA constitution on a section-to-section basis. Speculum is a very good magazine to join if you want to keep abreast of what's happening to the IDA, and its effects on the hobby as a whole.

(1976M cont)

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Fall 1903 orders due 12.01pm 21 Oct. at Jon's house (1443 Jonesboro, L.A. 90049). Please note Bert van den Boogaard's COA: 630 480 069 OCDT VAN DEN BOOGAARD E./ Canadian Forces Officer Candidate School/Canadian Forces Base Chilliwack/Vadder Crossing, B.C./VOX 120. Good Ghod! Just noticed I've been spelling Bert's name incorrectly - my apologies, Bert! Press:

MOSCOW: "The Tsar today announced that he would be willing to settle the disputes, or at least act as an intermediate, between the warring nations of France and England. It would be a shame that these two nations would die in combat while the Italians and Turks would grow fat on Austria-Hungary and our own Homeland. Since we cannot allow this we are deeply interested that France and England put aside their petty differences and come to the aid of Austria and Russia....

* * * * *

STANDBY POOL

1975AV - Eric Verheiden

1975GG - Don Parker

Pool status - Ron Kelly, Bert van den Boogaard, Peggy Gemignani, Tom McNally, Eric Verheiden, Don Parker.

If any of the above desire to quit the Pool, please let me know before I need to use you! Also, if anyone else wants to join, its free!....

We need Colonia standbys!!!

* * * * *

SPECIAL NOTICE

As should probably be evident by now, thish is our second anniversary issue! Numerous complimentary copies are being dispatched to people everywhere in the hopes of their joining TMM and getting into a game (still need 3 in TMM #7!). We would appreciate you the subscriber doing what you can to spread the word about TMM to any and all friends and acquaintances you think might be interested in our zine.

From Mike: my brother's dropped out, leaving the whole shebang on my shoulders. I start collage on the 27th, and hope school won't affect the zine. I'd appreciate it if any of you would like to help out to contact me for details. Thanks!

* * * * *

The Master Machiavellian
c/o Michael George Homer
238 N. Bowling Green Way
Los Angeles, CA 90049 U.S.A.

THIRD CLASS MAIL

Rod Walker

Enchiron

1273 Crest Dr.

Encinitas, CA 92024

- ☒ Please see note inside.
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- ☐ This is your last ish if you don't resub!
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- ☒ Trade copy. Hello!